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STAR TREK™ 40TH

1983 - 2023

FOR USE WITH FASA GAME SYSTEM

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN

230101.01

Supplement 12

FORMS, CHARTS AND TABLES

Forms, Charts and Tables collected from across Books 1-3.

Jack Photon's
4.0TH FANTAVERSARY REVISION
STAR TREK 40TH™
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century
HOUSE RULES
for 23rd Century Gaming

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with thanks for their now-historic and successful efforts.
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Action Point Table

Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

Judging Action Points

Equipment on hand can make a task faster or slower.

Type	Time
Prime	-2d10
Adequate	-1d10
Basic	+/- 0
Inadequate	+1d10
None	+*n*d10

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

BARE HAND DAMAGE

STR	DMG
01 - 25	1d10 -3
26 - 50	1d10
51 - 75	1d10+3
76 - 100	2d10
101 - 125	2d10+3
126 - 150	3d10
151 - 176	3d10+3
176 - 200	4d10
201 - 225	4d10+3
226 - 250	5d10
251 - 275	5d10+3
275 - 300	6d10

Pattern continues

+ 1 for each 10 rull points of skill rating in Unarm
Personal Combat.

Skill Level Equivalents

01 - 10	3-Day seminar, 25hrs
11 - 24	Enthusiast
25 - 39	Associate's Degree
40 - 49	Licensed Professional
50 - 69	Bachelor's Degree
70 - 79	Master's Degree
80 - 89	Doctorate Degree
90 - 99	Galactic Authority

Degrees are awarded at the base percentile in their range with further advancement considered work towards the next degree.

Numeric Score	Alphabetic Rating	Classification/ Equivalent
01 - 10	H	3-Day Seminar
11 - 24	G	Enthusiast
25 - 39	F	Associate's Degree
40 - 49	E	Licensed Professional
50 - 69	D	Bachelor's Degree/Surgeon
70 - 79	C	Master's Degree
80 - 89	B	Doctorate's Degree
90 - 00	A	Galactic-authority

Roll	Result
01	Natural CRITICAL SUCCESS. Skill point gained
02	CRITICAL SUCCESS. Not only did it work, but with some added benefit
03 - 48	SUCCESS. No fanfare. Everything as expected.
49 - 50	BARE SUCCESS. Seat-of-pants, but worked.
51 - 52	BARELY FAILED. Buff and polish. A player *might* be forgiven to think the GM would allow a re-roll. Silly player. :p
53 - 98	FAIL. "If at first you don't succeed, try, try again."
99	CRITICAL FAIL. Things are so bad that not only can one person not fix the issue, the next person likely cannot fix it either.
00	Natural CRITICAL FAIL. Skill point gained

FAST NPC ATTRIBUTES
Base + Bonus Pts

Super-Heroes
80+1d10(d10)
(Garth, Daystrom, Flint)

Stars
70+1d10(d10)
(Kirk, Spock, McCoy)

Co-Stars
60+1d10(d10)
(Scotty, Sulu, Uhura)

Supporting Cast
50+1d10(d10)
(Riley, Hadley, Brent)

Extras
40+1d10(d10)
(Joe, Cindy, Frank, Lula)

Khan Noonian Singh exists in the Z+ range

For Attributes that are greater than 99, i.e. 100+, use the following alpha-numeric ratings.

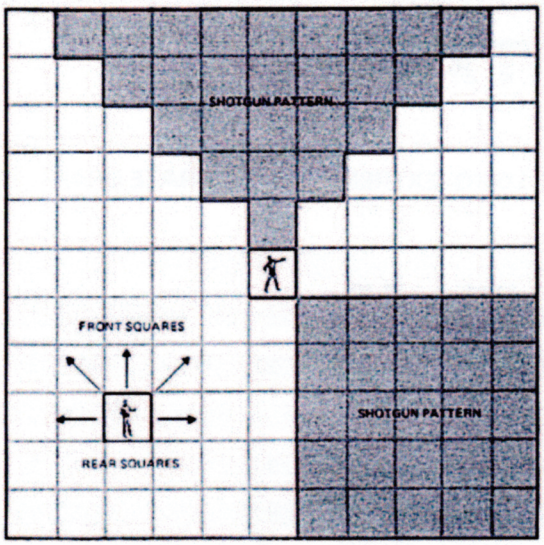
100 - 125	Z
126 - 150	Y
151 - 200	X
201 - 300	W
301 - 400	V
401 - 500	U
501 - 750	T
751 - 999	S
1000+	R
2500+	Q

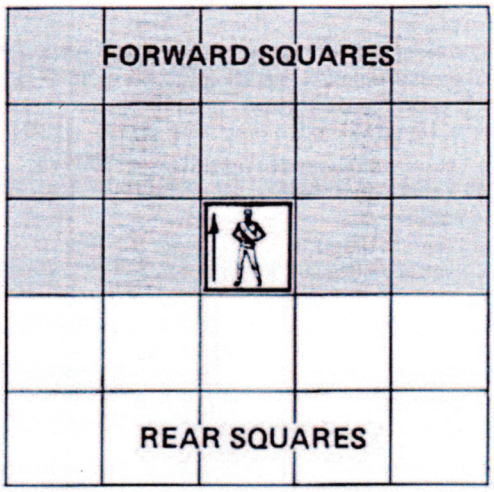
U R Way Kray, but keep going!

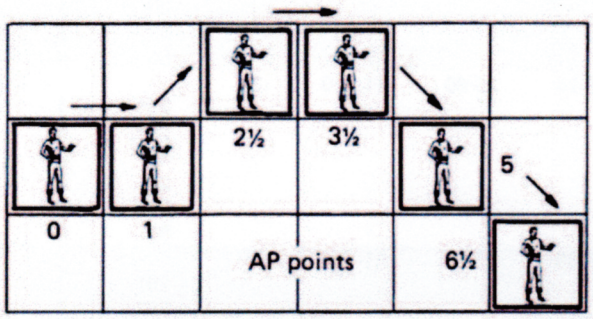
TRANSPORTER USE SKILL ROLL MODIFIERS

Beaming Type Abbreviations
S◊P = Ship-to-Planet
S◊S = Ship-to-Ship
P◊S = Planet-to-Ship
In-S = Within same ship

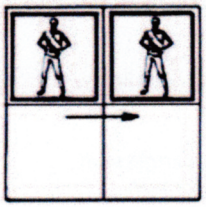
Type	*Conditions*	*Modifie*
S◊P, P◊S	Unstable atmospheric conditions	−20
S◊P, P◊S	Local interference	−20
S◊P, P◊S	Transporter at each end	+40
P◊S, S◊S	Lock in with sensors only	−15
S◊S	Transporter at only one end	+10
In-S	Any beaming within same ship	−40
Any	Location used in past 24 hours	+20
Any	Ship's power reserve less than half	−25







Move 1 Square Up/Down or Sideways – 1 AP



Move 1 Square Diagonally - 1½ AP

WEAPONS TABLE

Range Modifier			*−15*	*+0*	*+15*	*+30*	*+45*				
WEAPON TYPE	**PARRY**	**DAMAGE**	**POINT BLANK**	**SHORT**	**MEDIUM**	**LONG**	**EXTREME**	**AMMO/ POWER**	**GRAZE**	**DRAIN**	**OVERLOAD RADIUS**
CLUB, other similar	P	2D10	---	---	---	---	---	---	---	---	
MACE/FLAIL/AXE	P	4D10 + 10	---	---	---	---	---	---	---		
DAGGER/KNIFE	some	2D10	1	2-5	6-10	11-15	16-20	---	---	---	
SWORD	P	4D10	---	---	---	---	---	---	---		
POLE WEAPON	P	4D10 + 5	---	---	---	---	---	---	---		
BOW (w. normal quiver)	P	4D10	1	2-20	21-60	61-130	131-190	20	---	---	
CROSSBOW (w. quarrels)	P	4D10 + 10	1	2-12	13-35	36-60	61-90	20	---	---	
PISTOL	–	4D10	1	2-10	11-25	26-40	41-75	6	---	---	
CARBINE	P	4D10 + 10	1	2-15	16-50	51-100	101-170	5	---	---	
RIFLE	P	4D10 + 5	1	2-30	31-100	101-200	201-300	30	---	---	
SHOTGUN	P	4D10 + 10	1	2-10	11-25	26-50	51-100	2	---	---	
SMG (submachine gun)	P	4D10 + 20	1	2-15	16-45	46-80	81-120	32	---	---	
MG (machine gun)	–	4D10 + 30	1	2-50	51-150	151-300	301-500	50	---	---	
PHASER I-A	–		1	2-5	6-12	13-30	31-50	20			30 squares
stun		75*							25*	1	
wide angle stun		75*	1	(2-5)	6-10	11-15	16-45	15	25*	4	
heavy stun		120*							40*	2	
heat		40							20	1	
disrupt		150							50	2	
disintegrate		DESTROYED							50	4	
PHASER II-A			1	2-10	11-24	25-60	61-100	35			100 squares
stun		75*							25*	1	
wide angle stun		75*	1	2-10					25*	4	
heavy stun		120*							40*	2	
heat		40							20	1	
disrupt		150							50	2	
disintegrate		DESTROYED							50	4	
PHASER RIFLE-A			1	2-15	16-35	36-90	91-150	50			125 squares
stun		75*							25*	1	
wide angle stun		75*	1	(2-15)					25*	4	
heavy stun		120*							40*	2	
heat		40							20*	1	
disrupt		150							50	2	
disintegrate		DESTROYED							50	4	
PHASER I-B			1	2-6	7-15	16-30	31-60	20			30 squares
stun		80*							30*	1	
wide angle stun		80*	1	(2-6)					30*	4	
heavy stun		130*							50*	2	
heat		40							20	1	
disrupt		160							60	2	
disintegrate		DESTROYED							60	4	
PHASER II-B			1	2-12	13-30	31-60	61-100	40			110 squares
stun		80*							30*	1	
wide angle stun		80*	1	(2-15)					30*	4	
heavy stun		130*							50*	2	
heat		40							20	1	
disrupt		160							60	2	
disintegrate		DESTROYED							60	4	
HAND DISRUPTOR-A	–	75	1	2-4	5-10	11-20	21-35	20	25	2	
DISRUPTOR RIFLE-A	P	75	1	2-10	11-25	26-40	41-100	50	25	2	
HAND DISRUPTOR-B	–							20			
standard shot		75	1	2-4	5-10	11-25	26-45		25	2	
high-power shot		DESTROYED	1	2-4	5-10	11-25	NONE		50	6	
HAND DISRUPTOR-C	–							25			
standard shot		75	1	2-5	6-15	16-35	36-50		25	2	
high-power shot		DESTROYED	1	2-5	6-15	16-35	NONE		50	6	
DISRUPTOR RIFLE-C	P							65			
standard shot		75	1	2-10	11-20	21-60	61-90		25	2	
high-power shot		DESTROYED	1	2-10	11-20	21-60	NONE		50	8	
HAND LASER (old-style)	–	80	1	2-6	7-15	16-30	31-60	20	20	1	
LASER RIFLE (old-style)	–	80	1	2-15	16-40	41-100	101-200	40	20	1	
POLICE STUNNER	–	75*	1	2-5	6-12	13-30	31-50	20	25*	1	
STUNCLUB	P	40*	---	---	---	---	---	---	---	---	
GORN BLASTER	–	50	1	2-4	5-8	9-20	21-40	25	20	1	

*Non-permanent damage

Phaser I, II and rifle stun effects last 2D10 + 10 minutes.
Heavy stun effects last 3D10 + 20 minutes.

Energy Weapons are grouped by A, B, C ratings. A = TOS/TAS B, C = TMP/TUC.

FATIGUE SAVE ON END REQUIRED FOR:

RUNNING full speed (using double the amount of all available AP for movement only during any turn).

EVADING full speed (using all available AP for move-and-evade only during any turn)/ -20 to die roll for save.

SWIMMING during full turn.

DIFFICULT TERRAIN—using over ½ available AP for movement over rugged terrain such as steep hills, sand, snow, rubble, etc.

COMBAT—after any combat involving hand-to-hand or hand weapons (swords, knives, etc.) fighting, once contact with the enemy is broken.

All of the above activities require an END save (against normal END) to avoid the fatigue loss of 5 END points.

If character takes enough damage of either type, the result will be unconsciousness. Death can result from wound damage unless medical treatment is received. The point at which a character becomes unconscious is known as the UNCONSCIOUSNESS THRESHOLD, and it may differ from character to character, based on END.

To determine the unconsciousness threshold, divide the character's END by 10, rounding down. If a character is brought below this END level at any time, by any means, unconsciousness results. Thus, a character with an END of 78 has an unconsciousness threshold of 7 points.

A character may lose consciousness long before reaching the threshold, however, from shock and pain or blood loss. When a character's END drops below ½ its normal value, a saving roll must be made against normal END. If the save is successful, the character may continue to function. If not, however, the character loses consciousness immediately.

Once unconscious, how long a character remains unconscious depends on the cause. A character who is rendered unconscious due to injury or exhaustion stays out for a number of minutes equal to 2D10+10. Phaser stun, heavy stun, and certain drugs may have different unconsciousness periods, which are specified in the appropriate section of the rules.

If, however, the character has been rendered unconscious by being reduced below the unconsciousness threshold, the END must be improved to above that threshold before the random period of time noted above can begin. In other words, a person who passes out from pain or shock is likely to come around by himself after a while. The person who passes out because he/she is near death, on the other hand, will not recover until the condition improves.

When the cause of unconsciousness is temporary damage (such as phaser stun or heavy sedation), the faster healing rate for this type of damage will cause a person to come above the threshold quickly. Physical injury, because it takes much longer to heal, may leave a character in a coma until medical help can raise his END.

Likewise, the cause of unconsciousness determines the condition of the character once the period of unconsciousness is over. Phaser stun and drugs have no lasting END effect. Once consciousness is regained, all END loss from these sources vanishes. Fatigue does not pass that quickly, however. Fatigue END loss is regained at the normal temporary damage healing rate. Wound damage is the worst of all, as it takes even longer to heal.

A character who is unfortunate enough to have the END score reduced to zero or below by wound damage is mortally injured. Unless medical help is speedily available, the character will die. Keep track of the number of points of END the character is reduced below zero as a negative number, as the extent of this damage is important in determining if the character can be saved. (See Medical Aid and Recovery.)

Make saving roll on appropriate Medicine skill, with the following modifiers to the number rolled:

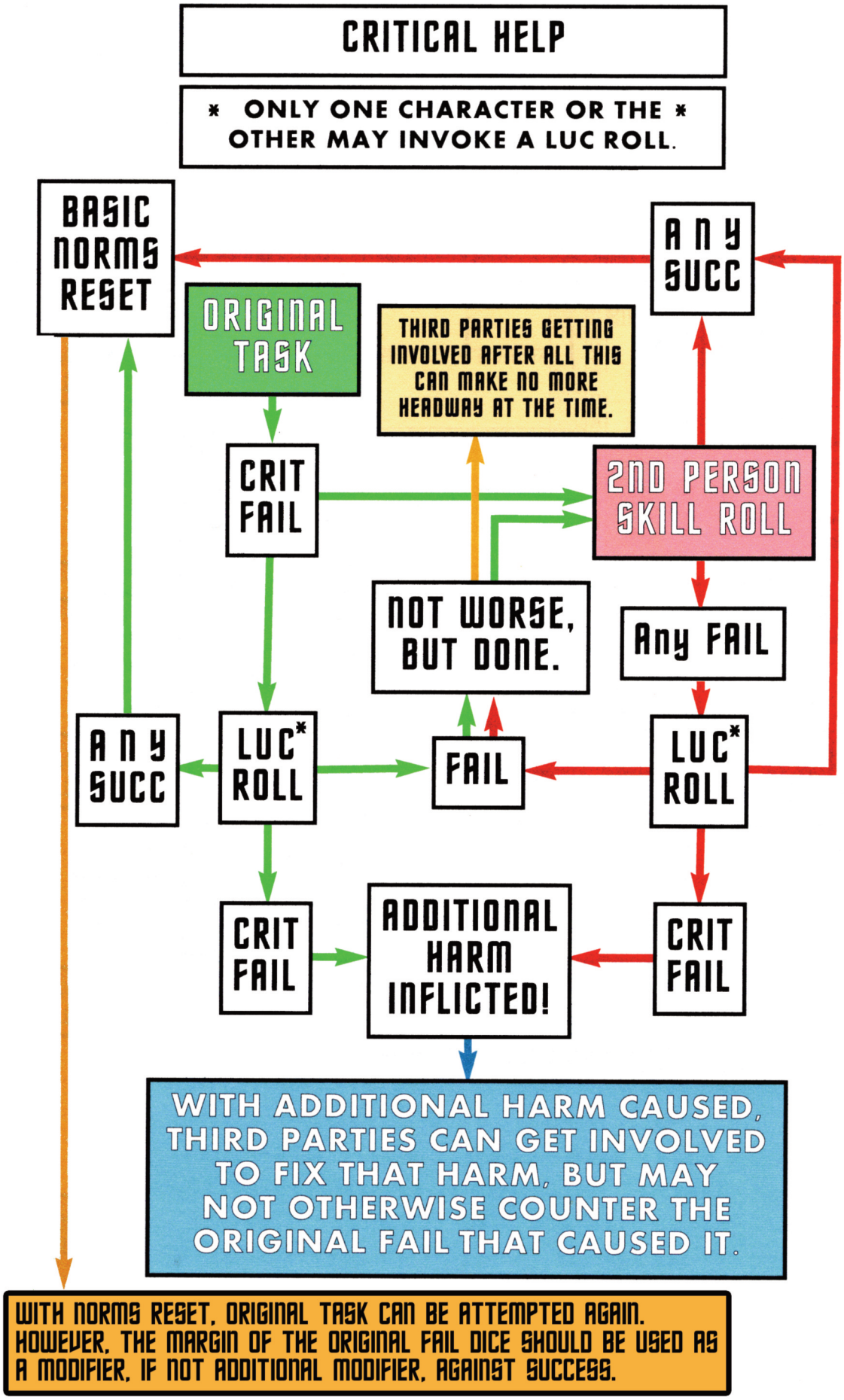
+0	if no medical equipment available
-5	if using medical field kit or first aid kit only
-15	if using medical pouch (Star Fleet issue)
-25	if using modern Star Fleet sick bay facilities or equivalent
-5	if any skilled attempt has been made at first aid already (even if such attempt did not save the patient at that time)
ADD	time in minutes since zero level reached
ADD	damage beyond zero level

EMERGENCY FIRST AID SKILL ROLL MODIFIERS

Condition Present	*Modifier*
No medical equipment available	no modifier
Using medical field kit/first aid kit only	– 5
Using med pouch (Star Fleet or Klingon issue)	– 15
Using non-Star Fleet hospital or sick bay facilities	– 1 to – 20
Using Star Fleet hospital or sick bay facilities	– 25
Prior attempt(s) at first aid, successful or not	– 5 total
Per minute since zero MAX OP END was reached	+ 1
Per damage point below zero MAX OP END	+ 1
Additional personnel assisting	no modifier

PSIONIC ATTEMPT MODIFIERS

Contact Type	
Mind touch, one-way	
Basic concept or feeling	0
Short message, complex concept	– 10
Mind touch, two-way	
Telepathic conversation	– 20
Sharing of thoughts and feelings	– 30
Total thought exchange	– 40
Modification of subject's memory	– 20
Mind fusion	– 50
Mind meld, per additional person	1.5x modifier
Subject	
Intelligence	
Intelligent Humanoid	+ 10
Intelligent non-Humanoid	0
Semi-intelligent creature	– 10
Unintelligent creature or animal	– 25
Unknown creature type	– 20
State of mind	
Willing telepath	+ half PSI of less skilled
Willing non-telepath	+ 25
Unresisting or unaware	+ 10
Aware and consciously resisting	– half PSI of subject
Friendly or mentally sympathetic	+ 10
Previously mind-touched	+ 10
Conditions	
Surroundings	
Total quiet, no one else present	+ 15
Comfortable, familiar location	+ 10
Touching subject	+ 20
Subject in sight, not touched	0
Subject distant	– 10 or more


CRITICAL HELP
* ONLY ONE CHARACTER OR THE OTHER MAY INVOKE A LUC ROLL.
BASIC NORMS RESET
ANY SUCC
ORIGINAL TASK
THIRD PARTIES GETTING INVOLVED AFTER ALL THIS CAN MAKE NO MORE HEADWAY AT THE TIME.
CRIT FAIL
2ND PERSON SKILL ROLL
NOT WORSE, BUT DONE.
Any FAIL
ANY SUCC
LUC* ROLL
FAIL
LUC* ROLL
CRIT FAIL
ADDITIONAL HARM INFLICTED!
CRIT FAIL
WITH ADDITIONAL HARM CAUSED, THIRD PARTIES CAN GET INVOLVED TO FIX THAT HARM, BUT MAY NOT OTHERWISE COUNTER THE ORIGINAL FAIL THAT CAUSED IT.
WITH NORMS RESET, ORIGINAL TASK CAN BE ATTEMPTED AGAIN. HOWEVER, THE MARGIN OF THE ORIGINAL FAIL DICE SHOULD BE USED AS A MODIFIER, IF NOT ADDITIONAL MODIFIER, AGAINST SUCCESS.

TECHNOLOGICAL INDEX CLASSIFICATIONS

Space Sciences Index

Rating	Accomplishment
0	No accomplishment
1	Star recognition; constellations; basic astronomy and navigation
2	Recognition of other planetary bodies
3	Solar system mechanics; planetary motion
4	Relativity; celestial mechanics; stellar evolution
5	Basic astronautics; unmanned space probes; radio astronomy
6	Manned spaceflight; interplanetary piloting; environment suits
7	Manned interstellar probes
8	Impulse drive; sublight-speed vehicles
9	Warp drive; faster-than-light vehicles; advanced astrogation

Engineering Index

Rating	Accomplishment
0	No accomplishment
1	Rudimentary toolmaking; shelter building
2	Basic metallurgy; pulleys; complex levers; windmills and water wheels
3	Basic mechanics; steam power; flood control and hydroelectric power
4	Reciprocating engines
5	Heating and cooling systems; heavy machinery
6	Transistors and basic electronics, including computers
7	Advanced microcircuits and computer technology
8	Micromolecular circuitry
9	Atomic-level circuitry; gravity control technology

Life/Medical Sciences Index

Rating	Accomplishment
0	No accomplishment
1	Basic herbal medicine; cultivation of plants
2	Basic anatomy; animal husbandry; basic microscopy; cell theory
3	Basic physiology; detailed anatomy; blood and tissue typing
4	Basic genetics; microbiology; nitrogen cycle; routine surgery
5	Bacteriology and immunology; hybridization; basic hydroponics
6	Basic DNA and gene research; basic artificial limbs and organs
7	Gene surgery; advanced bionics and organ transplants; food synthesis
8	Portable medical scanners; cloning
9	Propoplaser surgery; major nerve regeneration

Physical Sciences Index

Rating	Accomplishment
0	No accomplishment
1	Control of fire; recognition of solid, liquid, gaseous states
2	Complex optics; rudimentary chemistry
3	Laws of motion; classification of compounds
4	Basic electricity; discovery of chemical elements
5	Radio communication; x-ray theory; atomic theory; organic chemistry
6	Atomic fission; microwave theory; electron microscopy
7	Controlled fusion; laser technology; heavy element chemistry
8	Subspace radio theory; advanced catalyst chemistry
9	Transporter theory; phaser technology; transmutation of elements

Planetary Sciences Index

Rating	Accomplishment
0	No accomplishment
1	Recognition of weather cycles and seasons
2	Empirical weather prediction; mineral and ore recognition
3	Classification of basic minerals and fossils; basic geologic history
4	Basic scientific meteorology; hydrologic cycle; water wave motion
5	Basic earthquake prediction and weather modification
6	Harnessed geothermal energy;
7	Gravity control; ecological control and enforced ecological balance
8	Planetary weather and climate control; crustal stress relief
9	Terraforming

Psionics Index

Rating	Accomplishment
0	No accomplishment
1	Psi activity largely unrecognized or unknown
2	Psi activity recognized, but only rare cases; no understanding
3	Psi activity documented in selected individuals; no understanding
4	Psi activity widely recognized; rudimentary understanding of use
5	Psionics measured in many; basic psionic theory understood
6	Psionics seen as conservable resource; widespread psionic research
7	Rudimentary training provided to psionically-gifted individuals
8	Psionics cultivated in all; widespread basic training provided
9	Widespread acceptance and use; extensive psionic training provided

ALIEN ATTRIBUTE GENERATION TABLE

SIZE (ROLL D100)

FORM (ROLL D100)			TINY 01–03	VERY SMALL 04–15	SMALL 16–36	MEIDUM 37–64	LARGE 65–85	VERY LARGE 86–97	HUGE 98–00
	AMORPHOUS 01–05	STR Roll	D10	D10 + 8	3D10 + 5	3D10 + 20	3D10 + 45	3D10 + 70	D100 + 80
		END Roll	2D10	4D10 + 10	4D10 + 40	4D10 + 80	4D10 + 125	4D10 + 170	D100 + 225
		DEX Roll	D100	D100	D100	D100	D100	D100	D100
		Armor Roll	—	D10 – 5	D10	D100 ÷ 4	D100 ÷ 4	D100 ÷ 2	D100 ÷ 2
		Damage Roll	D10 – 3	D10 – 3	D10	D10	D10 + 3	2D10	3D10
	INSECT 06–20	STR Roll	2D10	4D10 + 10	4D10 + 40	4D10 + 80	4D10 + 125	4D10 + 170	D100 + 225
		END Roll	2D10	4D10 + 10	4D10 + 40	4D10 + 80	4D10 + 125	4D10 + 170	D100 + 225
		DEX Roll	4D10 + 65	4D10 + 60	4D10 + 55	4D10 + 50	4D10 + 35	3D10 + 30	3D10 + 15
		Armor Roll	—	D10 – 5	D10	D10 + 5	D10 + 15	D10 + 25	D10 + 35
		Damage Roll	D10 – 3	D10	D10 + 3	2D10	3D10	4D10	5D10
	FISH 21–35	STR Roll	D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		END Roll	2D10	3D10 + 15	3D10 + 40	3D10 + 70	3D10 + 115	4D10 + 160	D100 + 175
		DEX Roll	4D10 + 40	3D10 + 40	3D10 + 35	3D10 + 30	3D10 + 25	3D10 + 20	3D10 + 15
		Armor Roll	—	D10 – 5	D10	D10 + 5	D10 + 10	D10 + 15	D10 + 20
		Damage Roll	D10 – 3	D10 – 3	D10	D10 + 3	2D10	2D10 + 3	3D10
	AMPHIBIAN 36–50	STR Roll	D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		END Roll	D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		DEX Roll	D100 + 60	D100 + 40	D100 + 30	4D10 + 30	4D10 + 20	4D10 + 15	4D10 + 5
		Armor Roll	D10 – 8	D10 – 7	D10 – 6	D10 – 5	D10 – 4	D10 – 3	D10 – 2
		Damage Roll	D10 – 3	D10 – 3	D10	D10 + 3	2D10	D10 + 15	3D10
	REPTILE 51–65	STR Roll	D10 + 2	3D10	3D10 + 15	3D10 + 40	4D10 + 70	4D10 + 100	D100 + 140
		END Roll	D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		DEX Roll	3D10 + 35	3D10 + 30	3D10 + 30	3D10 + 30	3D10 + 20	3D10 + 5	3D10 – 5
		Armor Roll	—	—	D10 – 5	D10	D10 + 5	D10 + 10	D10 + 15
		Damage Roll	D10 – 3	D10 – 3	D10	D10 + 3	2D10	2D10 + 3	4D10
	BIRD 66–75	STR Roll	D10	D10 + 8	3D10 + 5	3D10 – 20	3D10 + 45	3D10 + 70	D100 + 80
		END Roll	D10 ÷ 2	2D10	2D10 + 5	2D10 + 15	2D10 + 35	3D10 + 50	D100 + 60
		DEX Roll	3D10 + 40	3D10 + 35	3D10 + 35	3D10 + 35	3D10 + 30	3D10 + 25	3D10 + 20
		Armor Roll	—	—	—	—	—	D10 – 9	D10
		Damage Roll	D10 – 3	D10 – 3	D10	D10	D10 + 3	2D10	3D10
	MAMMAL 76–95	STR Roll	D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		END Roll	D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		DEX Roll	3D10 + 10	3D10 + 20	3D10 + 25	3D10 + 30	3D10 + 20	D10 + 5	3D10 – 5
		Armor Roll	—	—	—	D10 – 5	D10	D10 + 5	D10 + 10
		Damage Roll	D10 – 3	D10 – 3	D10	D10 + 3	2D10	2D10 + 3	3D10

WORLD AND CIVILIZATION REPORT

System Name _____

Number of Class M Present (D100 Roll) _____

01–90 = 1 Class M World
91–97 = 2 Class M Worlds
98–00 = 3 Class M Worlds

World Name _____

Position in System (D10 Roll) _____

Number of Satellites (D10 Roll) _____

1–2 = 0 Satellites	9 = 3 Satellites
4–6 = 1 Satellite	10 = 4 Satellites
7–8 = 2 Satellites	

Planetary Gravity $\left(\frac{1D10-5}{10}\right)$ _____ G

Planetary Size:

Diameter _____ km

Equatorial Circumference _____ km

Total Surface Area _____ km^2

Percent Land Mass (D100 Roll) _____ %

Total Land Area _____ km^2

Diameter = 13,000 km x gravity
Circumference = 40,000 km x gravity
Total Surface Area = 510,000,000 x gravity
Total Land Area = Total Surface Area % Land Mass

Planetary Conditions:

Length of Day (14 - 2D10) ____ hours

Atmospheric Density (D10 Roll) ____

1–2 = Thin Atmosphere
3–8 = Terrestrial Atmosphere
9–10 = Thick Atmosphere

General Climate (D100 Roll) _____

01–15 = Desert Climate
16–35 = Tropical Climate
36–60 = Warm Temperate Climate
61–85 = Cool Temperate Climate
86–00 = Arctic Climate

Code: _____ – _____
(1) (2) (3) (4) (5) (6) (7) (8)

Mineral Content (D100 - 2 Roll):

Normal Metals _____ Radioactives (-20) _____ Gemstones (-30) _____

Industrial Crystals (-40) _____ Special Minerals (-35) _____

Dominant Species Name

Lifeform Category:

Sentient? Y/N

%DICE	
01-03	microorganisms
04-07	plants
08-14	insects
15-20	fish
21-30	amphibians
31-40	reptiles
41-50	avians (birds)
51-95	mammals
96-00	special

Species Modifiers

STR	INT	CHA	LUC
END	DEX	COOL	PSI

Notes

Technological Index

Space Science Index (D10 - 4) _____ (1)

Physical Science Index (D10 - 2) _____ (2)

Engineering Index (D10 - modifier) _____ (3)

Planetary Science Index (D10 - modifier) _____ (4)

Life/Medical Science Index (D10 - modifier) _____ (5)

Psionics Index (D10 - modifier) _____ (6)

Sociopolitical Index

Social Science Index (D10 - 3 - modifier) _____ (7)

Cultural Attitude Index (D10) _____ (8)

Modifiers for Engineering Index and Planetary Science Index						
Physical Science Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	-2	-1	0	+1	+2	+3

Modifer for Life/Medical Science Index						
Engineering Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	-2	-1	0	+1	+2	+3

Modifer for Psionics Index						
Life/Med. Science Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	-2	-1	0	+1	+2	+3

Modifer for Social Science Index				
Space Science Index	0-4	5-6	7-8	9 or more
Modifer	0	+1	+2	+3

OTHER DATA

ALIEN CREATURE RECORD

Name: _____

Life Form: _____ Size: _____ Feeding Habits: _____

Attributes:

STR _____ END _____ DEX _____ MENT _____

(For Intellegent Races Only) INT _____ CHA _____ LUC _____ PSI _____

Tactical Movement and Combat Statistics:

AP _____ Combat Skill Rating _____ Damage _____ Armor _____

General Description: _____

_____

_____

_____

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ALIEN CREATURE RECORD

Name: _____

Life Form: _____ Size: _____ Feeding Habits: _____

Attributes:

STR _____ END _____ DEX _____ MENT _____

(For Intellegent Races Only) INT _____ CHA _____ LUC _____ PSI _____

Tactical Movement and Combat Statistics:

AP _____ Combat Skill Rating _____ Damage _____ Armor _____

General Description: _____

_____

_____

_____

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ALIEN CREATURE RECORD

Name: _____

Life Form: _____ Size: _____ Feeding Habits: _____

Attributes:

STR _____ END _____ DEX _____ MENT _____

(For Intellegent Races Only) INT _____ CHA _____ LUC _____ PSI _____

Tactical Movement and Combat Statistics:

AP _____ Combat Skill Rating _____ Damage _____ Armor _____

General Description: _____

_____

_____

_____

NAME

SPECIES

STAR SYSTEM

AGE CATEGORY

PSI CATEGORY

FINDINGS

PSIONIC ABILITY

Attribute

Vector

Pool

NAME/SPECIES:

PERSONAL RATINGS / SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE	
			INT	END

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	CLAIR	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Audience	Macro	Automata	Seseportive
Empath	Cognizance	Micro	Fauna	Projective
Enh STR	Escence	Transmute	Musica	Apportive
END	Gustance	Cryo	Sentiens	
INT	Sentience	Electro		
DEX	Voyance	Energia		
CHA	Mortuscog	Kairos		
COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	Retrocognition	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

ANIMAL CREATION FORM

(see new life and new civilizations, animal creation)

	STR		END		DEX		MNT		AP +		DAMAGE BONUS		ARMOR	
BASE							1D10		1D10				1D10	
ANIMAL TYPE (1D10)					%D/2						1D10			
01-04 carnivore					+ 40		+ 1		-1		-4			
05-08 herbivore					+ 20		-1		+ 2		-6			
09-10 omnivore					+ 30		+ 2		+ 0		-5			
ANIMAL SIZE (2D10)														
02-03 tiny	1D10		1D10		x2								-4	
04-06 very small	2D10 + 5		2D10 + 5		x1.6								-3	
07-09 small	3D10 + 10		3D10 + 10		x1								-1	
10-12 medium	3D10 + 30		3D10 + 30		x1								-1	
13-15 large	3D10 + 60		3D10 + 60		x1								+0	
16-18 very large	3D10 + 90		3D10 + 90		x.7								+1	
19-20 huge	%D + 100		%D + 100		x.4								+2	
ANIMAL FORM (%D)														
01-05 amorphous	x.5		x1		x.5								-8	
06-20 insect/mollusk	x.5		x.8		x1.2								-4	
21-35 fish	x.8		x1.5		x1								-6	
36-50 amphibian	x1		x1		x1.2								-4	
51-65 reptile	x1		x1.5		x1.2								-3	
66-75 avian	x.6		x.8		x1.5								-6	
76-95 mammal	x1		x1		x1								-4	
96-00 special	?		?		?								?	
TOTALS														

DAMAGE BY STR

STR	ROLL
01-25	1D10-3
26-50	1D10
51-75	1D10 + 3
76-100	2D10
101-125	2D10 + 3
126-150	3D10
151-175	3D10 + 3

ETC.

AP = _____ (DEX) ÷ 10 = _____ + _____ (AP +)

DAMAGE ROLL = _____ + _____ (bonus)

STR _____ END _____ DEX _____ MNT CLASS _____

AP _____ DAMAGE DONE _____ ARMOR _____

MENTATION (MNT) CLASS

1 or less	reactant (1)
2-3	low (2)
4-6	moderate (3)
7-9	high (4)
10 or more	very high (5)

DESCRIPTIONS, NOTES, SKETCHES, ETC.

ENCOUNTERS

Planetary Survey Hazards -adjust for climate/terrain

01-07 Fall, small/big
08-15 Sink, mud/plant/other
16-20 Pollen/Allergy/bodily reaction, small/big
21-25 Animal, friendly/not so friendly
26-30 Water
31-35 Insect/other
36-40 Tree, Turn and walk face into a tree branch or similar obstacle
41+ No hazard
Adjust % for more ideas.

Weather Hazards -monitored from orbit, with 20+minute warnings

1. Rain/snow/sleet, light/torrential
2. Winds, light/hurricane
3. Firestorm, hot/blazing
4. Dust/Particle storm, light/heavy
5. Earthquake, d10 intensity, d10 seconds duration
6. Tsunami/avalanche, local/widespread, portends nothing/more, light/heavy
7. Sunny/overcast
8. Cold/warm
9. Summer/Winter
0. Nice and Sunny

Animal Encounters

Weapon

1 - 2 Claw/talon
3 - 4 Fang/tooth
5 - 6 Horn/spike
7 - 8 Hoof/foot
8 - 9 Stinger/proboscis
0 Roll 1d10, if 1 or 10, roll again.

If 1 or 10 again, PSI monster or similar nightmarish horror. Otherwise re-roll normally

Defense

1 - 2 Tough hide
3 - 4 Tail/appendage
5 - 6 Projectiles, scent or quills
7 - 8 Color/shape
9 Speed
0 Roll 1d10, if 1 or 10, roll

If 1 or 10, PSI monster or or similar nightmarish horror Otherwise re-roll normally

Dice	NPC Encounter Reactions*
< 05	Violently Hostile, Immediate attack
06 - 25	Hostile, Immediate Reaction
26 - 45	Uncertain, but 55% likely negative
46 - 55	Neutral / Uncertain / Disinterested
56 - 75	Uncertain, but 55% likely positive
76 - 95	Friendly, Immediate Aid
96 >	Friendly, Enthusiastic Acceptance

* As cribbed TSR AD&D 1stEd DMG, p63

Warp Factor	Relative L. S.	Distance 1 light year	10 ly	100 ly
01	1x	365 days	10 years	100 years
02	8x	46 days	460 days	12.6 years
03	27x	13.5 days	130 days	3.5 years
04	64x	5.7 days	57 days	1.5 years
05	125x	2.9 days	29 days	9.6 mo
06	216x	1.7days/38hrs	17 days	5.6 mo
07	343x	24 hours	10 days	3.3 mo
08	512x	17 hours	7 days	9 weeks
09	729x	12 hours	5 days	7 weeks
10	1000x	8.75 hours	3.6 days	36 days
15	- subspace -	2.6 hours	26 hours	11 days

WARP THEORY
Base Travel Times

1 year = 365d = 12mo = 52 weeks = 8,760 hours
1mo = 4 weeks = 30 days

Some typical In-system Distances			
Sol to	A.U.	Light Time from	
Mercury	0.39	199s	3.2m
Venus	0.72	360s	6m
Earth	1	499s	8.3m
Mars	1.5	760s	12.6m
Jupiter	5.2	2595s	43.2m
Saturn	9.5	4759s	1h19m20s
Uranus	20	9575s	2h39m40s
Neptune	30	14998s	4h06m00s
Pluto	40	19680s	5h30m00s
Sedna	520	43200s	12h20m00s
Oort Cloud	50k	~605ks	7 light days

TRAVEL TIME X MULTIPLIER = TRAVEL TIME
(Known Warp speed) (from table below) (New Warp Speed)
To convert decimal remainders (days) to hours, multiply by 24
To convert decimal remainders (hours) to minutes, multiply by 60

	Warp 1 1C	Warp 2 8C	Warp 3 27C	Warp 4 64C	Warp 5 125C	Warp 6 216C	Warp 7 343C	Warp 8 512C	Warp 9 729C	Warp 10 1000C	Subspace Radio Warp 15 3375C
Warp 1 1C	1	.125	.037	.0156	.008	.0046	.0029	.0020	.0014	.001	.0003
Warp 2 8C	8	1	.2963	.125	.064	.037	.0233	.0156	.011	.008	.0024
Warp 3 27C	27	3.375	1	.4219	.216	.125	.0787	.0527	.037	.027	.008
Warp 4 64C	64	8	2.3704	1	.512	.2963	.1866	.125	.0878	.064	.019
Warp 5 125C	125	15.625	4.6296	1.9531	1	.5787	.3644	.2441	.1715	.125	.037
Warp 6 216C	216	27	8	3.375	1.728	1	.6297	.4219	.2963	.216	.064
Warp 7 343C	343	42.875	12.704	5.3594	2.744	1.588	1	.6699	.4705	.343	.1016
Warp 8 512C	512	64	18.963	8	4.096	2.3704	1.4238	1	.7023	.512	.1517
Warp 9 729C	729	91.125	27	11.391	5.832	3.375	2.1254	1.4238	1	.729	.216
Warp 10 1000C	1000	125	37.037	15.625	8	4.6296	2.9155	1.9531	1.3717	1	.2963
Time to Travel 1 Light Year	1 year	45days 15 hrs	13 days 12.12 hrs	5 days 16.7 hrs	2 days 22.1 hrs	1 day 16.3 hrs	1 day 1.4 hrs	17 hours 31 mins	12 hours 16 mins	8 hours 46 mins	2 hours 38 mins
Time to Travel 1 Parsec	3.26 yrs	148 days 18 hrs	44 da.ys .6 hrs	18 days 13.5 hrs	9 days 12.5 hrs	5 days 11.4 hrs	3 days 10.8 hrs	2 days 9.11 hrs	1 day 16 hrs	1 day 4.6 hrs	8 hrs 34 min

Modified Warp Formula

$$(w)(g + d)(c) = (a)$$

$$(w)(v)(c) = (a)$$

$$(a)$$

Where:

(w) = warp factor (g) = gravity (d) = density,
(c) speed of light (v) = combined value (a) = actual warp

(w = 1 - 10, 15 (g = 0 - 1) (d = 0 -1) (v = 0 - 2) (Find a)

g = 0 can be interpreted as no gravitational effect.
g = 1 maximum gravity a ship can successfully initiate warp fields within.

> Gravity in this term does not equate to gravitic effects such as acceleration of "1g, 5g, etc". A galactic black hole and common planet may well share the same value here.

d = 0 is least ideal and can be interpreted as empty or high density space.
d = 1 is the ideal balance of light and dense space, a medium rarely seen.

v = 2+ equates to ever greater destruction of the ship
v = 3 = obliteration as fact.

(a) = <1 means slower than normal down to effective zero motion.
(a) = >1 means faster, up to twice expected speed/time/distance traveled.

Travel in <0.5d means increased stress on the engines by either starving or choking them, causing ever longer travel times with deteriorations and damages instilled.

Travel in >1.5g equates to increased stresses on the superstructure with harmonic resonances creating excessive mass for the velocities traveled. Damage and risks sustained are effectively similar to prolonged travel at emergency warp speeds.

In theory, warp performance can degrade to space-normal speeds, even though the ship be in a stable warp field. Eventually such a field would collapse with unknown effects on the ship inside the envelope.

A ship's engines/hull cannot initiate/operate/withstand (a > 2) in a warp field.

Typical values	(v)		(g)		(d)
Major space lanes	1.8	=	0.9	+	0.9
Minor space lanes	1.5	=	0.7	+	0.8
Average medium	1.1	=	0.5	+	0.6
Nebula, common	0.2	=	0.2	+	0
Intergalactic space	0.1	=	0.01	+	0.09

CRITICAL HITS
IN STAR TREK III
STARSHIP COMBAT

By **Blaine Pardoe**

The chance for lucky shots exists in any field of combat and ***STAR TREK III*** **Starship Combat Game** is no exception. Devastating damage is rare, but the possibility of its occurring does add an element of realism to any scenario.

The tables below are designed for the Expert Starship Tactics rules of the **Starship Combat Game**. Each time a hit is scored against a vessel, the Detailed Damage Charts are consulted, as per the rules. Percentile dice are rolled; if the results are five percent or less, the Critical Hit Tables are used. Roll percentile dice again to determine the *additional* damage inflicted.

Engine Hits

01 – 15	Electrical fire in engineering. No power allocation changes for 1D10 turns.
16 – 26	Mains off line. All power from warp engines out for 2D10 turns.
27 – 35	Impulse engines off line. No power from impulse engines for 2D10 turns.
36 – 44	Coolant leak. No power allocation for 1D10 turns.
45 – 60	Engineering crew casualties. No power allocation for 1D10 turns.
61 – 74	Radiation leak in engine room. No warp engine power for 1D10 turns.
75 – 80	Dilithium crystal burnout. Remaining warp engine power reduced by half for duration of game.
81 – 90	Warp engine imbalance. Each turn warp engine power is used, there is a 15% chance of ship exploding.
91 – 100	Maneuvering thrusters damaged. Ship may not change course for 1D10 turns.

Superstructure Hits

01 – 8	Hull ruptured. Roll percentile dice for additional casualties.
9 – 14	Fire on lower decks. Additional percentage of casualties equal to three times damage points inflicted.
15 – 20	Life support damaged. Additional percentage of casualties equal to two times Damge Points inflicted.
21 – 27	Computer damaged. Helm and Navigation functions out for 1D10 turns.
28 – 33	Sickbay damaged. Additional percentage of casualties equal to damage points taken.
34 – 47	Radiation seepage into hull. Additional percentage of casualties equal to two times damage points inflicted.
48 – 58	Gravity control damaged. Ship never has advantage to move or fire first for rest of the game.
59 – 63	Emergency decompression. Ship cannot perform any new action for two turns as crew gets into Environmental Suits.
64 – 74	Navigational scanners damaged. Treat as Sensor Damage.
75 – 83	Maneuvering thrusters misfire. Ship pivots one hexside (1-5 port, 6 – 10 starboard), taking any stress damage necessary.
84 – 93	Internal explosions. Add two additional points of Superstructure Damage and 5% crew casualties.
94 – 100	Emergency batteries explode. Additional percentage of casualties equal to damage points inflicted.

Shield Generators Hit

01 – 10	Shield controls overload. Ship cannot raise shields for remainder of game.
11 – 15	Shield instability. Powered shields will fail on a roll of 75 or less on percentile dice. Once a shield fails to pass a roll, it is down for the remainder of the game.
16 – 30	Shield instability. As above, but on a roll of 50 or less.
31 – 59	Shield instability. As above, but on a roll of 25 or less.
60 – 70	Shield generator overload. One additional point of Superstructure Damage.
71 – 80	Shield governor disabled. All shields will fail in 1D10 turns for duration of the game.
81 – 100	Shields frozen. No changes in any shield level can be made for 1D10 turns.

Beam Weapon Hit

01 – 19	Power overload. One additional point of Superstructure Damage and percentage of crew casualties equal to .5 times damage points inflicted.
20 – 39	Beam weapon meltdown. Take 1D10 points of Superstructure Damage.
40 – 60	Coolant leak. Additional percentage of crew casualties equal to .2 times the damage points inflicted.
61 – 74	Fire control computer Damaged. No weapons may fire for 1D10 turns.
75 – 100	Fire control lock-on inoperative. Add + 2 to the To-Hit Roll for the rest of the game.

Missile Weapon Hit

01 – 30	Firing tube hit. Take 1D10 additional Superstructure damage points and same amount for additional percentage of crew casualties.
31 – 59	Fire 1D10 turns. Fire control computer damaged. No missile weapons may fire for 1D10 turns.
60 – 75	Torpedo misfire. Missile weapons will fail to fire 50% of the time for the remainder of the game.
76 – 84	Discharge system damaged. Additional percentage of crew casualties equal to .2 times the damage points inflicted.
85 – 100	Reserve torpedoes explode. 1D10 stored torpedoes explode. Roll on proper Damage Chart as if each was an automatic hit doing one-quarter normal damage on the sector of the ship originally damaged in the attack.

Use the guidelines below for any hit that is not of the Engine, Superstructure, Shield, Beam Weapon, or Missile Weapon type.

Bridge Hit	Use the Standard Starship Expert Rules. No Critical Hit.
Tractor Beam Hit	Use the Superstructure Critical Hit Table.
Engineering Out	Use Engine Critical Hit Table.
Sensors Damaged	No Critical Hit.
Romulan Missile Weapons Hit	Use Beam Weapons Critical Hit Table.

BRIDGE HITS

For every two points of damage taken on a 'Bridge Hit' result, roll once on the table below and apply the results.

D100 Roll	System Affected
01 – 04	Command Chair
05 – 08	Navigation Panel
09 – 12	Navigator
13 – 16	Helm Panel
17 – 20	Helmsman
21 – 24	Communications Panel
25 – 28	Communications Officer
29 – 32	Science Panel
33 – 36	Science Officer
37 – 40	Navigation Subsystem
41 – 44	Assistant Navigator
45 – 48	Helm Subsystem
49 – 52	Assistant Helmsman
53 – 56	Weapons System Station
57 – 60	Weapons Officer
61 – 68	Main Viewscreens
69 – 70	Engineering Subsystem Panel
71 – 73	Assistant Engineering Officer
74 – 75	Environmental Systems Panel
76 – 78	Environmental Control Officer
79 – 82	Engineering Panel
83 – 86	Engineering Officer
87	Critical Hit: Captain
88	Critical Hit: Navigator
89	Critical Hit: Communications Officer
90	Critical Hit: Science Officer
91	Critical Hit: Assistant Navigator
92	Critical Hit: Weapons Officer
93	Critical Hit: Assistant Engineer
94	Critical Hit: Environmental Officer
95	Critical Hit: Chief Engineer
96	Critical Hit: Helmsman
97	Critical Hit: Turbolift
98	Critical Hit: Falling Debris
99	Critical Hit: Main Viewscreen
100	Bridge Destroyed

Critical Hit:

Turbolift - The turbolift has been damaged. No one can enter or leave the bridge for the remainder of the scenario (GM's discretion).

Main Viewscreen - The Command Intelligence Displays on the bridge are inoperative for the remainder of the scenario. The Captain's *Starship Combat Strategy and Tactics* skill loses 10 points per turn (maximum of –40).

Falling Debris - Falling/thrown debris hits any standing (or not at station) character. The character is pinned under the wreckage until freed by a combined STR of 120 (two or three other characters).

Bridge Destroyed - Unless *all* bridge personnel make successful Saving Rolls against their LUC scores, the bridge's hull integrity has been breached. The entrances/ turbolift seal automatically, and the characters die in three combat turns (unless rescued or saved somehow).

Command Chair Bridge Officer Hits: Character sitting in command chair must make a Saving Roll against his/her DEX score. If the roll is made, subtract 5 points from that character's CURR OP END. If the Saving Roll fails, the character subtracts 3D10 + 2 from the Curr Op End. If the character's Saving Roll was 01-10, he/she does not take any damage.

System Panel Hits: Station Officer (i.e. Navigator for Navigation Station, Communications Officer for Communications panel, and so on.) must make a skill roll his rating in *Damage Control Procedures* to repair station. Until then, the vessels subsystem for that station takes over. If there is no subsystem for that station, no new activity can be performed in that area until it is repaired (no maneuvering if Helm Systems are out; no change of shield power or facing if Navigation Panels are out; and so forth.) A Damage Control Party can be sent for and will help repair the system after they arrive (Gamemaster's discretion).

Main Viewscreens: The primary Command Intelligence displays on the bridge are out. Until a Bridge Officer who is not engaged in other activity *or* a Damage Control Officer makes a successful Skill Roll against his rating in *Electronics Technology,* the commanding officer loses 10 points from his skill rating in *Starship Combat Strategy/Tactics* per turn until the screens are repaired.

Critical Hits: Any time a critical hit occurs on a character, he/she takes the normal hit (save versus DEX, or 3D10 + 2 damage), then must roll on the table below:

2D10 Roll	Effect
2	Additional 2 – 20 points of damage.
3 – 5	Character is disoriented. No actions for 1-5 turns.
6 – 12	Character is thrown from station randomly 1 to 3 squares. If a solid object interferes, 1 – 10 damage is inflicted. Character is stunned; no actions for 1-10 turns.
13 – 15	Character severely shaken. All rolls made at – 25 for next two turns; – 10 for the third turn after hit.
16 – 19	Character affected by smoke and fumes. No action for 1-5 turns. Actions performed at – 25 for 1-5 turns after that.
20	Falling debris strikes and incapacitates character, doing 100 points of non-permanent damage (subtract from CURR OP END). Character will most likely be unconscious until medical aid is given.

Stardate Magazine / July/Aug, 1985

By **Kevin Keohane**

Not all starships have all the systems listed above. If a system is damaged that does not exist, or a character is hit that is not on the bridge, either roll again or call it a no-effect result.

As you can see, this system adds some spice (and perhaps the smell of burnt ozone) to starship combat, since you can envision just what is going on when the bridge is hit. Obviously, this is a campaign- or adventure-oriented addition to the rules and would only be used when player-characters or NPCs were involved.

BRIDGE PERSONNEL SHAKEN

Die Roll	*Officer Affected*
1 – 3	No Effect
4 – 6	Science Officer
7 – 9	Helmsman
10	Both Helmsman and Science Officer

SYSTEM SHAKEN

Die	*System Affected*
1	Communications/Damage Control
2	Sensors
3	Shields
4	Helm
5	Weapons
6	Weapons
7	Reroll two times / Divide by 2
8	Reroll three times / Divide by 2
9	Reroll four times / Divide by 2
10	No Effect

STARSHIP EXPLOSIONS

Ship explodes when superstructure point total drops below zero IF saving roll (1D10) is equal to or less than number of damage points taken beyond zero point on superstructure. (Self-destruct also possible.)

Damage taken by nearby vessels varies according to range between exploding ship and target ship.

Damage is taken off the hexside facing the exploding ship, as with a normal attack.

RANGE	AMOUNT OF DAMAGE
1 hex	full amount of all remaining engine points of exploding ship
2 hexes	1/2 remaining engine points
3 hexes	1/4 remaining engine points
4 hexes	1/8 remaining engine points
5 hexes	1/16 remaining engine points
6 hexes	1/32 remaining engine points
7-10 hexes	1 point of damage

SHIP COMBAT SAVING ROLLS

CAPTAIN

1) Starship Combat Tactics/Strategy, at beginning of turn—no roll is made, but skill of opposing commanders commanders compared to determine initiative.

ENGINEER

Only one roll may be made per turn - player's choice

1) *Warp Drive Technology*, at beginning of turn - success gains 1 extra pt. of power to be applied to TOTAL POWER AVAILABLE track. (2 pts. if roll is 01-05...)

2) *Starship Engineering (general)*, at beginning of turn - success reduces stress/damage to one engine by one point. (2 pts. on one engine or 1 pt. each on two engines. if roll is 01-05...)

3) *Warp Drive Technology*, at beginning of turn - success allows helm to change overall warp speed by 2 steps instead of 1 in one turn.

NAVIGATOR

1) *Deflector Shield Technology*, at beginning of turn - success allows helm to change overall warp speed by 2 steps instead of 1 in one turn.

HELMSMAN

1) *Starship Helm Operation*, any time needed - success allows stress chart rolls to be made one step higher on chart than normal.

HELMSMAN (Early Star Fleet, most other races)
or WEAPONS OFFICER (Late Star Fleet, Klingon)

1) *Ship's Weaponry Technology*, made when firing (may roll twice/turn) - success gains a -1 on "to hit" rolls of weaponry.

SCIENCE OFFICER

1) *Ship's Sensors*, at beginning of turn - success gains sensor lock for information scan. (Lock not necessary for weapons fire, but no weapons fire possible if sensors inoperative.)

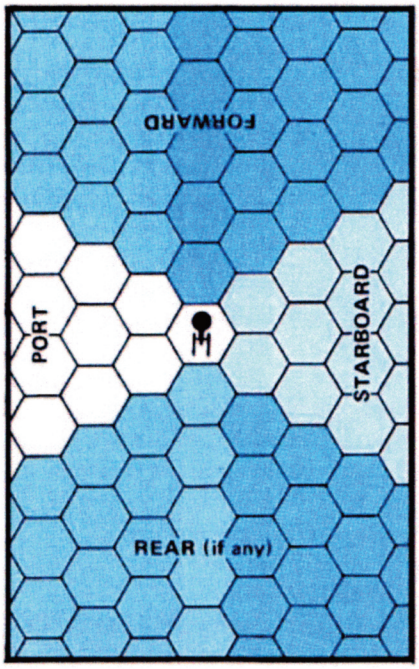
COMMUNICATIONS OFFICER

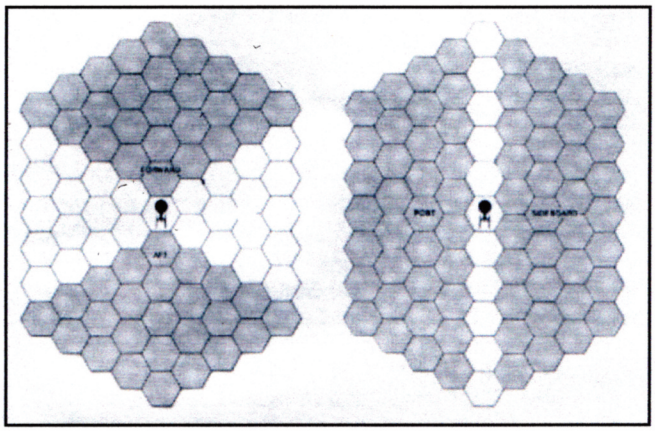
1) *Starship Communications Procedures*, anytime - success allows special functions to be performed (unscrambling special codes, penetrating interference, etc.).

ALL BRIDGE PERSONNEL

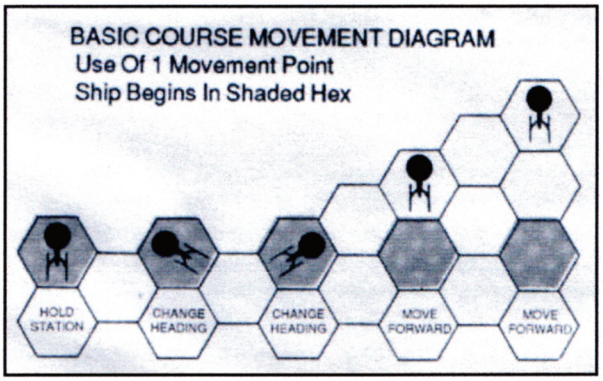
1) *DEX attribute*, when receiving a "bridge personnel out" combat result - success allows continued function of this station next turn. (If roll fails, all settings of this panel remain the same next turn - no modification allowed.)

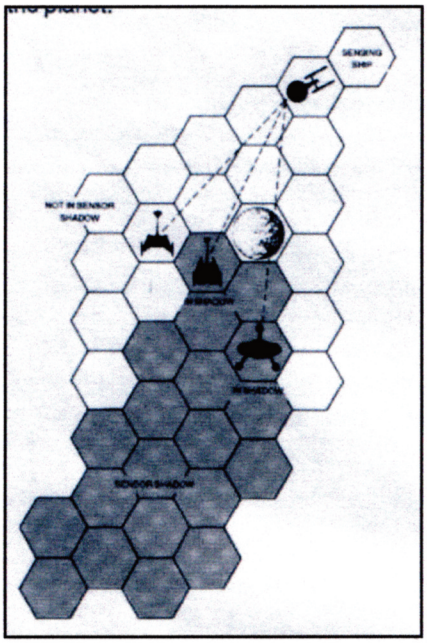
FIRING ARC CHART

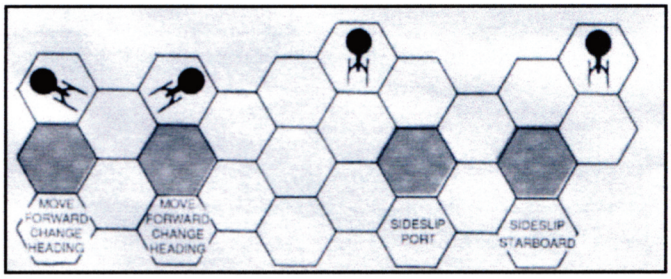

FORWARD
PORT
STARBOARD
REAR (if any)

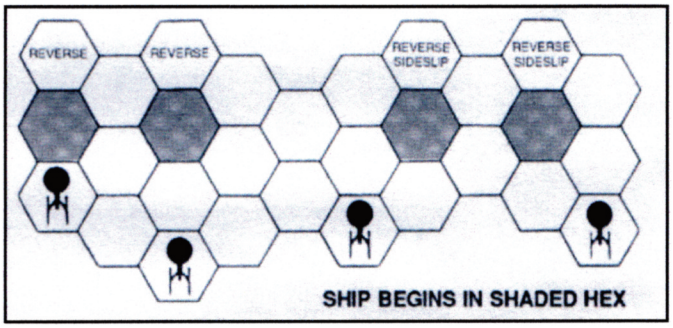


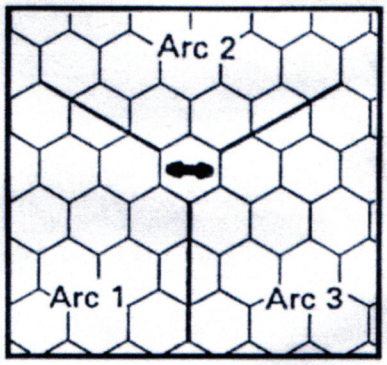
1
2
3
6
11
22
44

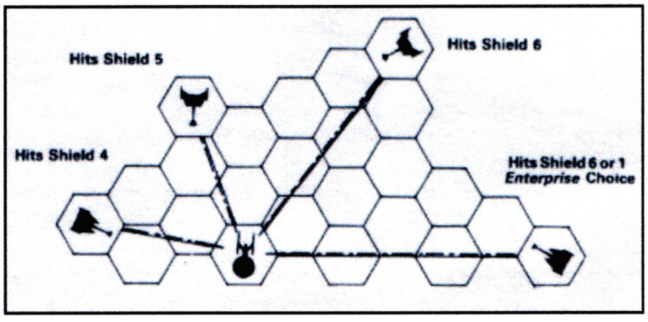

BASIC COURSE MOVEMENT DIAGRAM
Use Of 1 Movement Point
Ship Begins In Shaded Hex
HOLD STATION
CHANGE HEADING
CHANGE HEADING
MOVE FORWARD
MOVE FORWARD


SENSING SHIP
NOT IN SENSOR SHADOW
IN SHADOW
IN SHADOW
SENSOR SHADOW


MOVE FORWARD CHANGE HEADING
MOVE FORWARD CHANGE HEADING
SIDESLIP PORT
SIDESLIP STARBOARD


REVERSE
REVERSE
REVERSE SIDESLIP
REVERSE SIDESLIP
SHIP BEGINS IN SHADED HEX


Arc 2
Arc 1
Arc 3


Hits Shield 5
Hits Shield 6
Hits Shield 4
Hits Shield 6 or 1
Enterprise Choice

MOVEMENT PER PHASE TABLE

Movement Points	Movement Points Used		
	Phase 1	*Phase 2*	*Phase 3*
1	None	1	None
2	1	None	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3
11	4	3	4
12	4	4	4
13	4	5	4
14	5	4	5
15	5	5	5
16	5	6	5
17	6	5	6
18	6	6	6
19	6	7	6
20	7	6	7
21	7	7	7
22	7	8	7
23	8	7	8
24	8	8	8
25	8	9	8
26	9	8	9
27	9	9	9
28	9	10	9
29	10	9	10
30	10	10	10

STARSHIP EXPLOSIONS

Range	Amount of Damage
1 hex	full amount of all remaining engine points
2 hexes	1/2 of all remaining engine points
3 hexes	1/4 of all remaining engine points
4 hexes	1/8 of all remaining engine points
5 hexes	1/16 of all remaining engine points
6 hexes	1/32 of all remaining engine points
7-10 hexes	1 point of damage

Power allocated to weapons is not available until the damage to Engineering is repaired. Weapon fire may resume normally in the Firing Phase after the WPG has been repaired.

When the ship's Maneuver Power Converter is down, the ship may not be maneuvered. The engines continue to move the ship straight forward at the movement rate reflected by its current Power To Movement. No heading changes are allowed, and the ship may not hold station. Thus, at least one Movement Phase will pass with the ship moving straight ahead. If the damaged MPC is not repaired before the next Power Allocation Phase, the amount of power allocated to movement in the previous turn must be re-

ENGINEERING DAMAGE TABLE

Die Roll	*Damage Result*
1 – 2	Shield Power Grid (SPG) down
3 – 4	Weaponry Power Grid (WPG) down
5 – 6	Maneuver Power Converter (MPC) down
7	SPG and WPG down
8	SPG and MPC down
9	WPG and MPC down
10	All power systems down

CREW CASUALTIES

Superstructure Strength	% Casualties Per Superstructure Point Damaged
1	100
2	50
3	30
4	25
5	20
6	18
7 – 8	14
9 – 11	10
12 – 14	8
15 – 19	6
20 – 34	4
36 – 50	2
51+	1

COMMUNICATIONS

Casualties

1	2	3	4	5	6	7	8	9	0

Hundreds

1	2	3	4	5	6	7	8	9	0

Tens

1	2	3	4	5	6	7	8	9	0

Ones

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Die Roll Modifications

SHIP COMBAT SAVING ROLL TABLE

Below is a list of all skill rolls normally used in ship combat. Four things are given: 1) Officer the roll is made by, 2) Name of the skill used, 3) When the roll can be made, and 4) the result of a successful roll.

CAPTAIN

1) STARSHIP COMBAT STRATEGY/TACTICS, beginning of turn, no roll is made but skill is compared to opponent's skill.

ENGINEER

Only one roll may be made per turn.

1) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success gains 1 extra ponit of power to be applied to total power available track (2 points if roll is 01-05).

2) STARSHIP ENGINEERING (GENERAL), made at the beginning of the turn, success reduces stress on one engine by one step (2 points on one engine or 1 point on each of two engines if the roll is 01-05).

3) WARP DRIVE TECHNOLOGY, made at the geginning of the turn, success allows helm to change overall warp speed by 2 steps instead of 1.

NAVIGATOR

1) DEFLECTOR SHIELD TECHNOLOGY, made at the beginning of the turn, success gains 2 more points of shielding to be used anywhere.

HELMSMAN

1) STARSHIP HELM OPERATION, made any time needed, success allows stress chart rolls to be made one row higher than normal.

2) SHIP'S WEAPONRY TECHNOLOGY, made when firing -- may roll twice per turn, success gains a -1 on 'to hit' rolls of weaponry.

SCIENCE OFFICER

1) SHIP'S SENSOR SKILL, made at the beginning of the turn, success gains sensor lock.

COMMUNICATIONS OFFICER

1) STARSHIP COMMUNICATIONS PROCEDURES, may be made anytime, allows difficult tasks to be performed.

Port Warp Engine

0	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40

Impulse Engine

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Starboard Warp Engine

0	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40

Total Power Available

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

Power to Movement

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

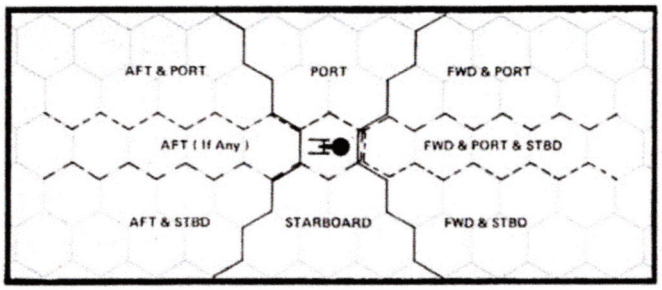
Power to Shields

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

Power to Weapons

0	1	2	3	4	5	6	7	8	9	10	1	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

HELM



PHOTON TORPEDOES

TYPE/ARC	DMGD	UN ARM	ARM
TYPE/ARC	DMGD	UN ARM	ARM
TYPE/ARC	DMGD	UN ARM	ARM
TYPE/ARC	DMGD	UN ARM	ARM

TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10

TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10

TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10

TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10

TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10

TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10

TURN STRESS CHART

Speed	Engine Stress	Super Stress
Sub		
W1		
W2		
W3		
W4		
W5		
W6		
W7		
W8		

TORPEDO FIRING CHART

Range	To-Hit	DMG
1		
2		
3		
4		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

PHASER FIRING CHART

Range	To-Hit	DMG+
1		
2		
3		
4		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		

Movement Points Available

0	8
1	9
2	10
3	11
4	12
5	13
6	14
7	15

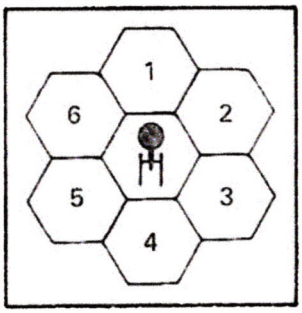
Current Speed

SUB-LIGHT SPACE NORMAL	
W1	W6
W2	W7
W3	W8
W4	W9
W5	W10

NAVIGATOR

Deflectors

1		2		3		4		5		6	
DMGD	Forward	DMGD	STBD Forward	DMGD	STBD Aft	DMGD	Aft	DMGD	Port Aft	DMGD	Port Forward
0	17	0	17	0	17	0	17	0	17	0	17
1	18	1	18	1	18	1	18	1	18	1	18
2	19	2	19	2	19	2	19	2	19	2	19
3	20	3	20	3	20	3	20	3	20	3	20
4	21	4	21	4	21	4	21	4	21	4	21
5	22	5	22	5	22	5	22	5	22	5	22
6	23	6	23	6	23	6	23	6	23	6	23
7	24	7	24	7	24	7	24	7	24	7	24
8	25	8	25	8	25	8	25	8	25	8	25
9	26	9	26	9	26	9	26	9	26	9	26
10	27	10	27	10	27	10	27	10	27	10	27
11	28	11	28	11	28	11	28	11	28	11	28
12	29	12	29	12	29	12	29	12	29	12	29
13	30	13	30	13	30	13	30	13	30	13	30
14	31	14	31	14	31	14	31	14	31	14	31
15	32	15	32	15	32	15	32	15	32	15	32
16	33	16	33	16	33	16	33	16	33	16	33



Tractor Beam

DMGD	OPER
0	17
1	18
2	19
3	20
4	21
5	22
6	23
7	24
8	25
9	26
10	27
11	28
12	29
13	30
14	31
15	32
16	33

SCIENCE

DMGD 2	DMGD 1	OPER	LOCK

Sensors

Superstructure Damage

0	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40

DAMAGE CHART A B C

Forward	STBD - Forward	Port-Forward
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10

AFT	STBD - Aft	Port-Aft
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10

COMMUNICATIONS

Casualties

1	2	3	4	5	6	7	8	9	0

Hundreds

1	2	3	4	5	6	7	8	9	0

Tens

1	2	3	4	5	6	7	8	9	0

Ones

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Die Roll Modifications

SHIP COMBAT SAVING ROLL TABLE

Below is a list of all skill rolls normally used in ship combat. Four things are given: 1) Officer the roll is made by, 2) Name of the skill used, 3) When the roll can be made, and 4) the result of a successful roll.

CAPTAIN

1) STARSHIP COMBAT STRATEGY/TACTICS, beginning of turn, no roll is made but skill is compared to opponent's skill.

ENGINEER

Only one roll may be made per turn.

1) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success gains 1 extra ponit of power to be applied to total power available track (2 points if roll is 01-05).

2) STARSHIP ENGINEERING (GENERAL), made at the beginning of the turn, success reduces stress on one engine by one step (2 points on one engine or 1 point on each of two engines if the roll is 01-05).

3) WARP DRIVE TECHNOLOGY, made at the ge-ginning of the turn, success allows helm to change overall warp speed by 2 steps instead of 1.

NAVIGATOR

1) DEFLECTOR SHIELD TECHNOLOGY, made at the beginning of the turn, success gains 2 more points of shielding to be used anywhere.

HELMSMAN

1) STARSHIP HELM OPERATION, made any time needed, success allows stress chart rolls to be made one row higher than normal.

2) SHIP'S WEAPONRY TECHNOLOGY, made when firing -- may roll twice per turn, success gains a -1 on 'to hit' rolls of weaponry.

SCIENCE OFFICER

1) SHIP'S SENSOR SKILL, made at the beginning of the turn, success gains sensor lock.

COMMUNICATIONS OFFICER

1) STARSHIP COMMUNICATIONS PRO-CEDURES, may be made anytime, allows difficult tasks to be performed.

SCIENCE

DMGD 2	DMGD 1	OPER	LOCK

Sensors

Superstructure Damage

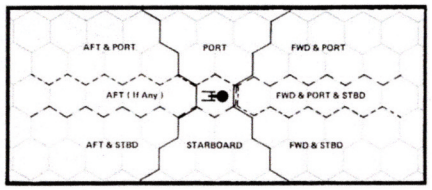
0	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40

DAMAGE CHART A B C

Forward	STBD - Forward	Port-Forward
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10

AFT	STBD - Aft	Port-Aft
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10

HELM



PHOTON TORPEDOES

TYPE/ARC	DMGD	UN ARM	ARM	TYPE/ARC	DMGD	UN ARM	ARM
TYPE/ARC	DMGD	UN ARM	ARM	TYPE/ARC	DMGD	UN ARM	ARM

TYPE	DMGD	UN ARM	1	2	3	4	5	TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10		PHASER ARC		6	7	8	9	10
TYPE	DMGD	UN ARM	1	2	3	4	5	TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10		PHASER ARC		6	7	8	9	10
TYPE	DMGD	UN ARM	1	2	3	4	5	TYPE	DMGD	UN ARM	1	2	3	4	5
	PHASER ARC		6	7	8	9	10		PHASER ARC		6	7	8	9	10

TURN STRESS CHART

Speed	Engine Stress	Super Stress
Sub		
W1		
W2		
W3		
W4		
W5		
W6		
W7		
W8		

TORPEDO FIRING CHART

Range	To-Hit	DMG
1		
2		
3		
4		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

PHASER FIRING CHART

Range	To-Hit	DMG+
1		
2		
3		
4		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		

Movement Points Available

0	8
1	9
2	10
3	11
4	12
5	13
6	14
7	15

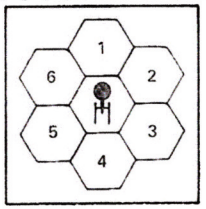
Current Speed

SUB-LIGHT SPACE NORMAL	
W1	W6
W2	W7
W3	W8
W4	W9
W5	W10

NAVIGATOR

Deflectors

1		2		3		4		5		6	
DMGD	Forward	DMGD	STBD Forward	DMGD	STBD Aft	DMGD	Aft	DMGD	Port Aft	DMGD	Port Forward
0	17	0	17	0	17	0	17	0	17	0	17
1	18	1	18	1	18	1	18	1	18	1	18
2	19	2	19	2	19	2	19	2	19	2	19
3	20	3	20	3	20	3	20	3	20	3	20
4	21	4	21	4	21	4	21	4	21	4	21
5	22	5	22	5	22	5	22	5	22	5	22
6	23	6	23	6	23	6	23	6	23	6	23
7	24	7	24	7	24	7	24	7	24	7	24
8	25	8	25	8	25	8	25	8	25	8	25
9	26	9	26	9	26	9	26	9	26	9	26
10	27	10	27	10	27	10	27	10	27	10	27
11	28	11	28	11	28	11	28	11	28	11	28
12	29	12	29	12	29	12	29	12	29	12	29
13	30	13	30	13	30	13	30	13	30	13	30
14	31	14	31	14	31	14	31	14	31	14	31
15	32	15	32	15	32	15	32	15	32	15	32
16	33	16	33	16	33	16	33	16	33	16	33



Tractor Beam

DMGD	OPER
0	17
1	18
2	19
3	20
4	21
5	22
6	23
7	24
8	25
9	26
10	27
11	28
12	29
13	30
14	31
15	32
16	33

ENGINEERING

Port Warp Engine

0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	

Impulse Engine

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Starboard Warp Engine

0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	

Total Power Available

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75

Power to Movement

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

Power to Shields

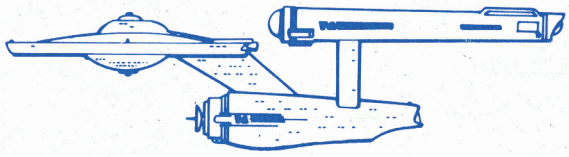
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

Power to Weapons

0	1	2	3	4	5	6	7	8	9	10	1	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

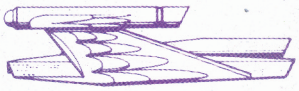
CONSTITUTION Class Hvy. Cruiser

190,000 Metric tons



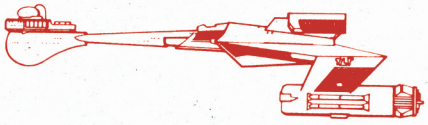
ROMULAN Bird of Prey

60,000 Metric tons



KLINGON D-7 Battlecruiser

110,000 Metric tons

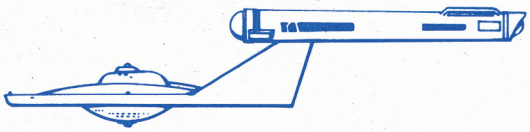


GORN Cruiser

50,000 Metric tons

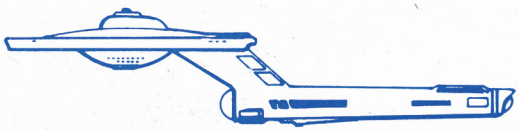
LARSON Class Destroyer

95,000 Metric tons



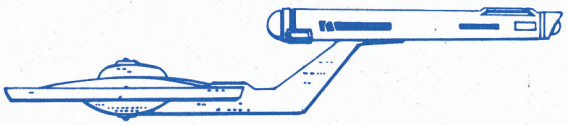
NELSON Class Scout

95,000 Metric tons



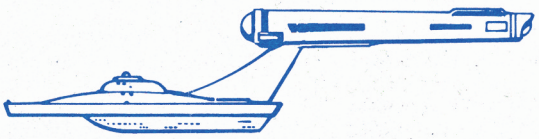
LOKNAR Class Mdm. Frigate

100,000 Metric tons



DERF Class Survey Ship

115,000 Metric tons



FASA RPG

Jack Photon's 40th Fantaversary Revision

HOUSE RULES

Original Game System, FASA ©1983–1988
Jack Photon's 3rd Edition Framework, ©2022
Jack Photon's 4.0F Fantaversary Revision, ©2022
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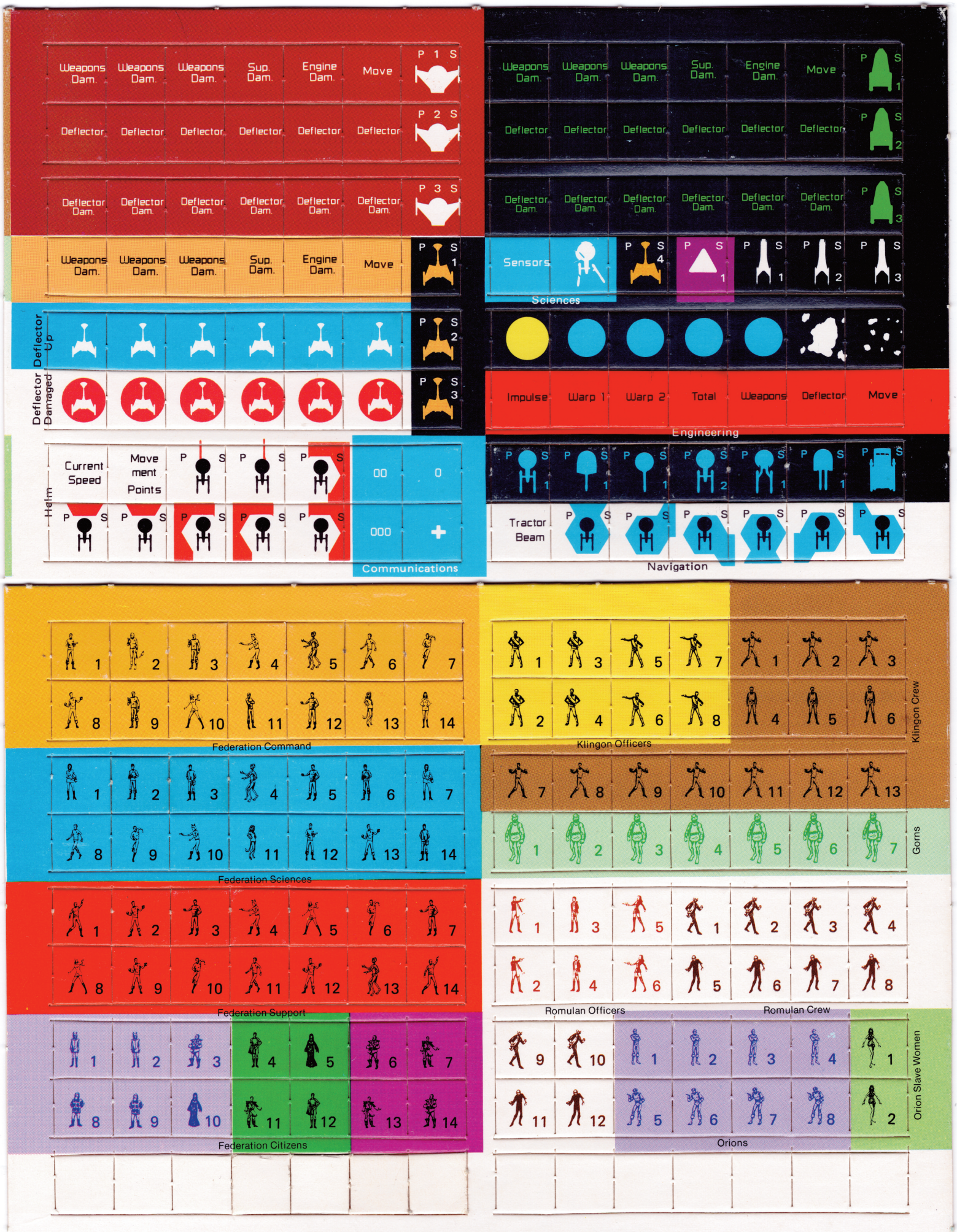
First, cut the planets free. Then cut these rows, then the columns
Finally, trim the remaining debris off of each piece.


Weapons Dam.
Sup. Dam.
Engine Dam.
Move
Deflector
Deflector Dam.
P 1 S
P 2 S
P 3 S
Deflector Up
Deflector Damaged
Current Speed
Movement Points
Helm
00
0
000
Communications
Sensors
Sciences
Impulse
Warp 1
Warp 2
Total
Weapons
Deflector
Engineering
Tractor Beam
Navigation
Federation Command
Federation Sciences
Federation Support
Federation Citizens
Klingon Officers
Klingon Crew
Gorns
Romulan Officers
Romulan Crew
Orions
Orion Slave Women

FIRING CHART

Range	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Range
1	1-8	1-5	1-10	1-10	1-8	1-10	1-7	1-10	1-8	1-10	1-8	1-10	1-10	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10	1
2	1-6	1-5	1-8	1-9	1-7	1-9	1-7	1-9	1-8	1-10	1-8	1-10	1-9	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10	2
3	1-4	1-4	1-6	1-7	1-6	1-7	1-6	1-8	1-7	1-9	1-7	1-9	1-8	1-9	1-9	1-8	1-10	1-9	1-10	1-9	1-9	1-8	1-10	1-10	1-10	3
4	1-2	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-9	1-7	1-9	1-7	1-9	1-9	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-9	1-9	4
5		1-3	1-2	1-3	1-4	1-4	1-5	1-6	1-6	1-8	1-6	1-8	1-7	1-8	1-8	1-7	1-9	1-8	1-9	1-8	1-8	1-8	1-9	1-9	1-9	5
6		1-3	1	1	1-3	1-3	1-5	1-5	1-6	1-8	1-6	1-7	1-7	1-8	1-8	1-7	1-8	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9	6
7		1-2			1-2	1-2	1-4	1-4	1-5	1-6	1-5	1-6	1-6	1-7	1-7	1-6	1-8	1-7	1-8	1-7	1-7	1-7	1-8	1-8	1-8	7
8		1-2			1	1	1-3	1-3	1-5	1-4	1-5	1-5	1-6	1-6	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-8	1-8	1-8	8
9		1					1-2	1-2	1-4	1-2	1-4	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-7	1-6	1-6	1-6	1-7	1-7	1-8	9
10		1					1	1	1-3	1	1-4	1-3	1-5	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-6	1-6	1-7	1-7	1-7	10
11									1-2		1-3	1-2	1-4	1-3	1-4	1-5	1-4	1-5	1-6	1-5	1-5	1-6	1-6	1-6	1-7	11
12									1		1-3	1	1-3	1-2	1-3	1-4	1-3	1-5	1-5	1-5	1-5	1-5	1-6	1-6	1-7	12
13											1-2		1-2	1	1-2	1-4	1-2	1-4	1-4	1-4	1-4	1-5	1-5	1-5	1-6	13
14											1-2		1		1	1-3	1	1-3	1-3	1-4	1-4	1-5	1-5	1-5	1-6	14
15											1					1-3		1-2	1-2	1-3	1-3	1-4	1-4	1-4	1-5	15
16																1-2		1	1	1-3	1-3	1-4	1-4	1-4	1-5	16
17																1-2				1-2	1-2	1-3	1-3	1-3	1-4	17
18																1				1	1-2	1-3	1-3	1-3	1-4	18
19																					1	1-2	1-2	1-2	1-3	19
20																					1	1-2	1	1-2	1-3	20
21																						1		1	1-2	21
22																								1	1-2	22
23																									1	23
24																									1	24

–3 TO HIT MOVING CLOAKED SHIP –5 TO HIT STATIONARY CLOAKED SHIP –2 FIRER MAKES EMERGENCY HEADING CHANGE

MOVEMENT WITH THREE MOVMENT/FIRING PHASES

Movement Points Available	*Movement Points Used* *Phase 1*	*Phase 2*	*Phase 3*
1	None	1	None
2	1	None	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3
11	4	3	4
12	4	4	4
13	4	5	4
14	5	4	5
15	5	5	5
16	5	6	5
17	6	5	6
18	6	6	6
19	6	7	6
20	7	6	7
21	7	7	7
22	7	8	7
23	8	7	8
24	8	8	8
25	8	9	8
26	9	8	9
27	9	9	9
28	9	10	9
29	10	9	10
30	10	10	10

BASIC GAME DAMAGE LOCATIONTABLE

Die Roll	*Result*
1	Deflector Shield
2	Weapon, Missile
3	Weapon, Beam
4	Engine
5	Engine
6	Engine
7	Superstructure
8	Superstructure
9	Superstructure
10	Sensors

FASA CORPORATION

PLASMA DAMAGE TABLE

Range	*RL-1*	*RL-2*	*RL-3*
1	24/12	32/16	28/14
2	20/10	32/16	28/14
3	20/10	32/16	28/14
4	16/8	24/12	28/14
5	16/8	24/12	24/12
6	12/6	24/12	24/12
7	8/4	20/10	24/12
8	4/2	20/10	24/12
9	—	16/8	20/10
10	—	16/8	20/10
11	—	12/6	20/10
12	—	12/6	16/8
13	—	8/4	16/8
14	—	8/4	12/6
15	—	—	12/6

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

BRIDGE HIT EFFECTS

BRIDGE PERSONNEL SHAKEN

Die Roll	*Officer Affected*
1-3	No Effect
4-6	Science Officer
7-9	Helmsman
10	Both Science Officer And Helmsman

SYSTEM SHAKEN

Die Roll	*System Affected*
1	Communications/Damage Control
2	Sensors
3	Shields
4	Helm
5	Weapons
6	Weapons
7	Reroll two times, divide roll by 2
8	Reroll three times, divide roll by 2
9	Reroll four times, divide roll by 2
10	No effect

TURN STRESS CHART

Chart Speed	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
SUB	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1
W2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1
W3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1
W4	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	2
W5	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	2	2	2
W6	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2	2	3
W7	-	-	-	1	1	1	1	2	2	1	2	2	2	3	2	3	2	3
W8	-	1	1	1	2	1	2	2	3	2	2	3	3	4	2	3	3	4
W9	1	1	2	2	3	2	2	3	4	2	3	4	3	5	3	4	3	4
W10	2	2	3	2	4	2	3	3	5	3	3	5	4	6	3	4	4	5

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DETAILED DAMAGE TABLES

DAMAGE CHART A

DIE ROLL	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR
2	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON
3	PORT WARP ENGINE (x1/2)	MISSILE WEAPON	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	MISSILE WEAPON	PORT WARP ENGINE (x1/2)
4	PORT WARP ENGINE (x1/2)	PORT WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	SUPERSTRUCTURE/C (x1/2)	PORT WARP ENGINE
5	PORT WARP ENGINE	PORT WARP ENGINE	STARBOARD WARP ENGINE	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)
6	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	IMPULSE (x1/2)	IMPULSE	IMPULSE (x1/2)
7	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C
8	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	SUPERSTRUCTURE/C(x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)
9	SENSORS	SENSORS	SENSORS	SUPERSTRUCTURE/C (x1/2)	WARP ENGINE	SUPERSTRUCTURE/C (x1/2)
0	BRIDGE 2C	BRIDGE 2C	BRIDGE 2C	SUPERSTRUCTURE/C (x1/2)	ENGINEERING/C	SUPERSTRUCTURE/C (x1/2)

DAMAGE CHART B

DIE ROLL	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR
2	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON
3	PORT WARP ENGINE (x1/2)	MISSILE WEAPON	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	MISSILE WEAPON	PORT WARP ENGINE (x1/2)
4	PORT WARP ENGINE (x1/2)	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	PORT WARP ENGINE	PORT WARP ENGINE (x1/2)
5	PORT WARP ENGINE	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	STARBOARD WARP ENGINE	STARBOARD WARP ENGINE	PORT WARP ENGINE
6	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	IMPULSE (x1/2)	IMPULSE	IMPULSE (x1/2)
7	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C
8	SUPERSTRUCTURE/C (x1/2)	WARP ENGINE	SUPERSTRUCTURE/C(x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)
9	SENSORS	SENSORS	SENSORS	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)
0	BRIDGE 2C	BRIDGE 2C	BRIDGE 2C	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	ENGINEERING/C	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)

DAMAGE CHART C

DIE ROLL	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR
2	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON
3	PORT WARP ENGINE (x1/2)	MISSILE WEAPON	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	MISSILE WEAPON	PORT WARP ENGINE (x1/2)
4	PORT WARP ENGINE	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	STARBOARD WARP ENGINE	PORT WARP ENGINE (x1/2)	PORT WARP ENGINE (x1/2)
5	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	PORT WARP ENGINE	PORT WARP ENGINE
6	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	IMPULSE (x1/2)	IMPULSE (x1/2)	IMPULSE (x1/2)
7	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C
8	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	WARP ENGINE	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C(x1/2)	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE (x1/2)	SUPERSTRUCTURE/C (x1/2)
9	SENSORS	SENSORS	SENSORS	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	SUPERSTRUCTURE/C (x1/2)
0	BRIDGE 2C	BRIDGE 2C	BRIDGE 2C	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	ENGINEERING/C	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)

CREW CASUALTIES

Superstructure Strength	*% Casualties Per Superstructure Point Damaged*
1	100
2	50
3	30
4	25
5	20
6	18
7-8	14
9-11	10
12-14	8
15-19	6
20-34	4
36-50	2
51+	1

DEFENSE OUTPOST

Die Roll	*Damage Result*
1	SHIELD GENERATOR
2	BEAM WEAPON OR MISSILE WEAPON
3	MATTER/ANTI-MATTER GENERATOR (x1/2)
4	IMPULSE POWER GENERATOR (x1/2)
5	ENGINEERING
6	SUPERSTRUCTURE/C (x1/2)
7	SUPERSTRUCTURE (2C)
8	SUPERSTRUCTURE/ MATTER/ANTI-MATTER GENERATOR/C (x1/2)
9	SENSORS
0	BRIDGE (2C)

ENGINEERING DAMAGE TABLE

Die Roll	*Damage Result*
1 – 2	SHIELD POWER GRID DOWN
3 – 4	WEAPONRYPOWER GRID DOWN
5 – 6	MANEUVER POWER GRID DOWN
7	SHIELD POWER GRID AND WEAPONRY POWER GRID DOWN
8	SHIELD POWER GRID AND MANEUVER POWER GRID DOWN
9	WEAPONRY POWER GRID AND MANEUVER POWER GRID DOWN
10	ALL POWER SYSTEMS DOWN

BANKED WEAPPONS DAMAGE TABLE

Damage	2/Bank Die Roll	3/Bank Die Roll	
	1WPN	*1WPN*	*2WPN*
1-5	1-8	1-4	5-8
6-10	1-6	1-3	4-6
11-15	1-4	1-2	3-4
16-20	1-2	1	2
21+	AUTOMATIC	AUTOMATIC	1

C = Crew Casualties

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CONTROL DISPLAY

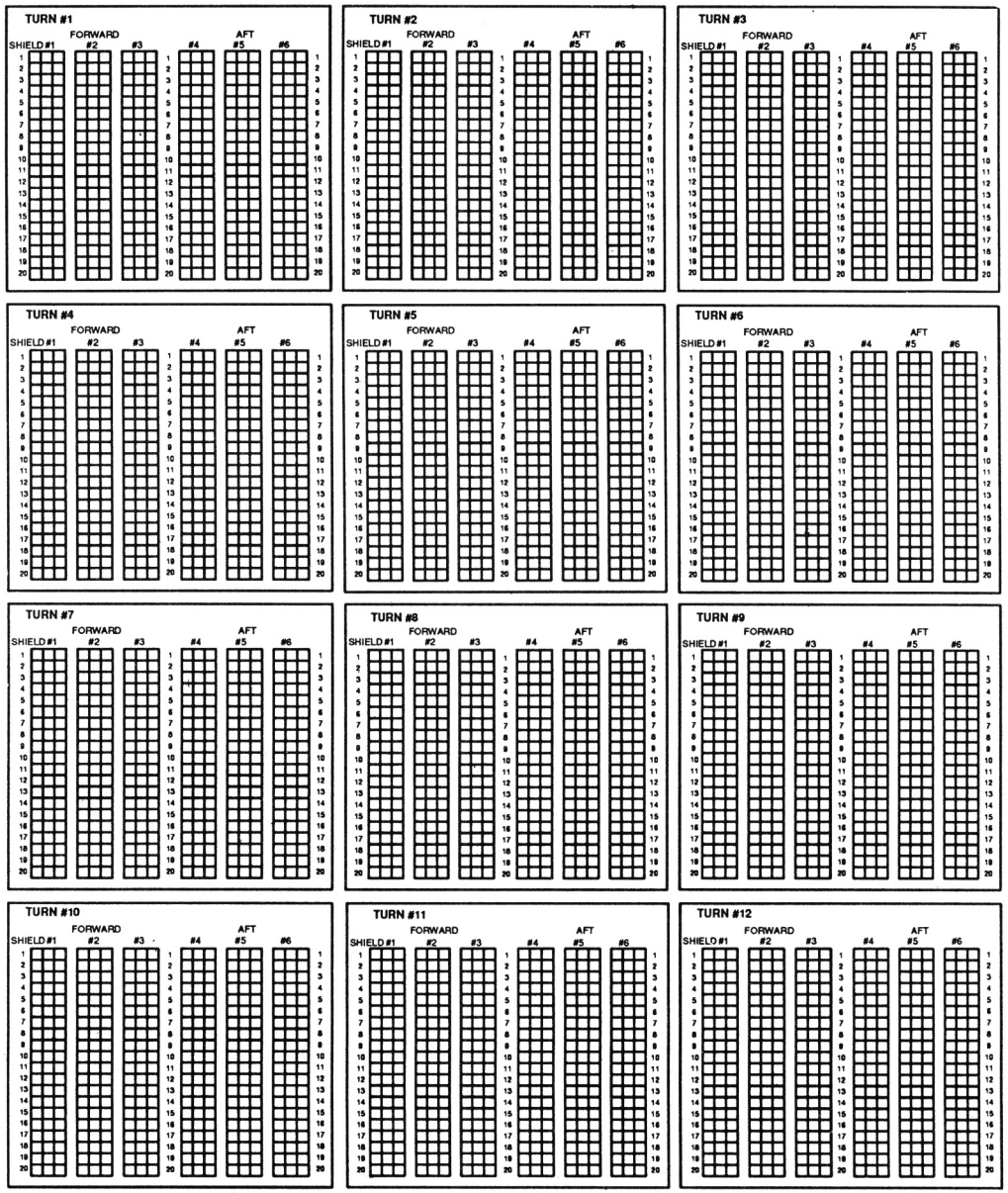
SHIELDS

SHIELD TYPE _____ SHIELD POINT RATIO _____/_____ MAXIMUM SHIELD POWER _____

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

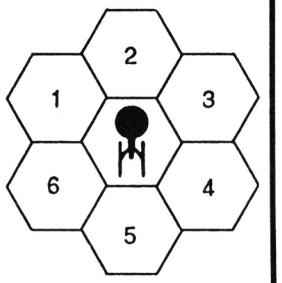
DAMAGE CHART **A** **B** **C**



DAMAGE POINT RECORD

TURN #1 _____	TURN #5 _____	TURN # 9 _____
#2 _____	#6 _____	#10 _____
#3 _____	#7 _____	#11 _____
#4 _____	#8 _____	#12 _____

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	1-8	1-6	1-4	1-2	OUT
SHIELD #1	1-8	1-6	1-4	1-2	OUT
#2	1-8	1-6	1-4	1-2	OUT
#3	1-8	1-6	1-4	1-2	OUT
#4	1-8	1-6	1-4	1-2	OUT
#5	1-8	1-6	1-4	1-2	OUT
#6	1-8	1-6	1-4	1-2	OUT

ENGINEERING GRIDS

SHIELDS	1-8	1-6	1-4	1-2	OUT
WEAPONS	1-8	1-6	1-4	1-2	OUT
MANEUVER	1-8	1-6	1-4	1-2	OUT

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW _____

0–19%	20–39%	40–59%	60–69%	70 % +
0	–1	–2	–5	NO FIRING
	–10%	–20%	–50%	

PERCENT CASUALTIES TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

FASA CORPORATION

MASTER CONTROL PANEL

Race _____

Vessel Class _____

Vessel Name _____ Captain's Name _____

D _____ Captain's Skill Rating _____

WDF _____ Crew Efficiency Rating _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

WARP ENGINE PORT POWER TRACK

Type _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

WARP ENGINE STARBOARD POWER TRACK

Type _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available												
Power To Movement Movement Point Ratio___/___												
Power To Shields Shield Point Ratio ___/___												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS

ENGINE: _____ SUPERSTRUCTURE: _____ WARP SPEED _____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power To Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power To Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												

STAR VESSEL DATA RECORD

VESSEL CLASS	VESSEL NAME
VESSEL TYPE	HULL NUMBER
DESIGNER	CONTRACTOR
DATE DESIGNED	COST
DATE HULL LAID DOWN	
DATE OF CONSTRUCTION COMPLETION	

DIMENSIONS

OVERALL LENGTH
OVERALL WIDTH
OVERALL HEIGHT
DECK CEILING HEIGHT
CARGO UNITS
METRIC TONNAGE (EMPTY)

MOBILITY DATA

WARP ENGINES

MANEUVER POINT RATIO
POWER UNITS
STRESS CHARTS
MAX SAFE CRUISING SPEED
EMERGENCY SPEED

DEFLECTORS

TYPE
POWER RATIO

IMPULSE ENGINE

TYPE
POWER UNITS

ARMAMENTS

TYPE													
LOCATION													
FIRING CHART													
POWER RANGES													

OTHER FEATURES

TRANSPORTERS	DAMAGE CHART
SHUTTLECRAFT	
TRACTOR BEAMS	
CREW REQUIREMENTS	
PASSENGER FACILITIES	

VESSEL HULL NUMBERS AND NAMES

BRIDGE ASSIGNMENT
CREW ROSTER SHEET

SHIP			
CAPTAIN		DEX	ST CMBT TAC/STR
FIRST OFFICER		DEX	ST CMBT TAC/STR
CHIEF ENGINEER	DEX	WARP DRIVE TECH	ST ENG
RELIEF ENGINEER	DEX	WARP DRIVE TECH	ST ENG
NAVIGATOR	DEX	ST NAV	DEF SHIELD TECH
NAVIGATOR	DEX	ST NAV	DEF SHIELD TECH
HELMSMAN	DEX	ST HELM	SHIP'S WEAP TECH
HELMSMAN	DEX	ST HELM	SHIP'S WEAP TECH
SCIENCE OFFICER		DEX	SHIP'S SENSORS
RELIEF SCIENCE OFFICER		DEX	SHIP'S SENSORS
COMMUNICATIONS OFFICER	DEX	ST COMM PROC	ST COMM TECH
RELIEF COMMUNICATIONS OFFICER	DEX	ST COMM PROC	ST COMM TECH
WEAPONS OFFICER		DEX	SHIP'S WEAP TECH
RELIEF WEAPONS OFFICER		DEX	SHIP'S WEAP TECH

NON-PLAYER CHARACTER RECORD SHEET

CHARACTER NAME

STR	END	INT	DEX	CHA	LUC	PSI

RACE	SEX	AGE	HT.	WT.

RANK/POSITION/JOB/ASSIGNMENT

ACTION PTS.(AP)	BARE HAND DMG.	UNC. SAVE	UNC. LEVEL

MARKSM.(modern)	TO HIT, MODERN	PERS. CMBT(unarmed)	TO HIT, H-T-H

SIGNIFICANT SKILLS	WEAPONS/SPECIAL ATTACKS
	COMMENTS/DESCRIPTIONS

NON-PLAYER CHARACTER RECORD SHEET

CHARACTER NAME

STR	END	INT	DEX	CHA	LUC	PSI

RACE	SEX	AGE	HT.	WT.

RANK/POSITION/JOB/ASSIGNMENT

ACTION PTS.(AP)	BARE HAND DMG.	UNC. SAVE	UNC. LEVEL

MARKSM.(modern)	TO HIT, MODERN	PERS. CMBT(unarmed)	TO HIT, H-T-H

SIGNIFICANT SKILLS	WEAPONS/SPECIAL ATTACKS
	COMMENTS/DESCRIPTIONS

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